

**FIG.** 1

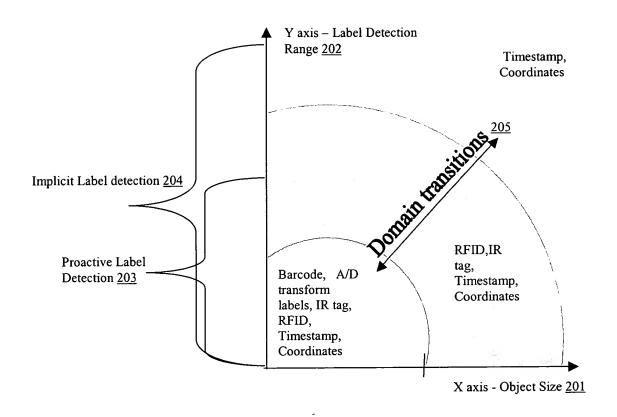


FIG. 2

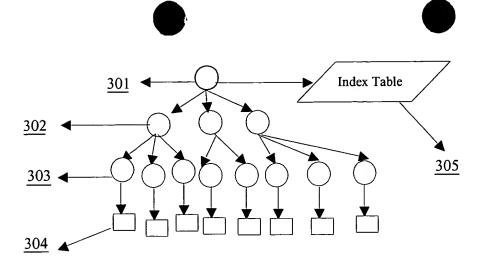


FIG. 3a

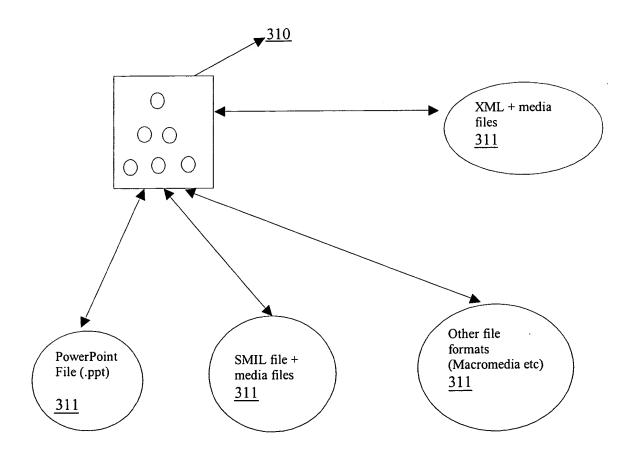
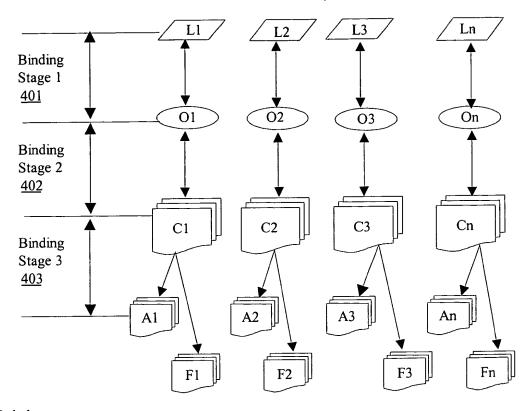


FIG. 3b



L1-Ln - Labels O1-On - Objects

C1-Cn - Multilingual authored content

A1-An - Annotation done by user

F1-Fn - Feedback provided by user

Binding stage	Object Specific Label (e.g. UPC code)		Custom Labeling	
	Labeling/authoring using preferred embodiment	Labeling/authoring without using preferred embodiment	Labeling/authoring using preferred embodiment	Labeling/authoring without using preferred embodiment
Stage 1, Label ⇔ Object binding	correspondence already in place	correspondence already in place	Any order – correspondence preserved by system	Specific labeling – correspondence preserved by user
Stage 2, Object ⇔ Content	Any order – correspondence preserved by system	Specific authoring – correspondence preserved by user	Any order – correspondence preserved by system	Specific authoring – correspondence preserved by user
Stage 3, Content ⇔ Annotation Content ⇔ Feedback	Any order – correspondence preserved by system	Specific authoring – correspondence preserved by user	Any order – correspondence preserved by system	Specific authoring – correspondence preserved by user

FIG. 4

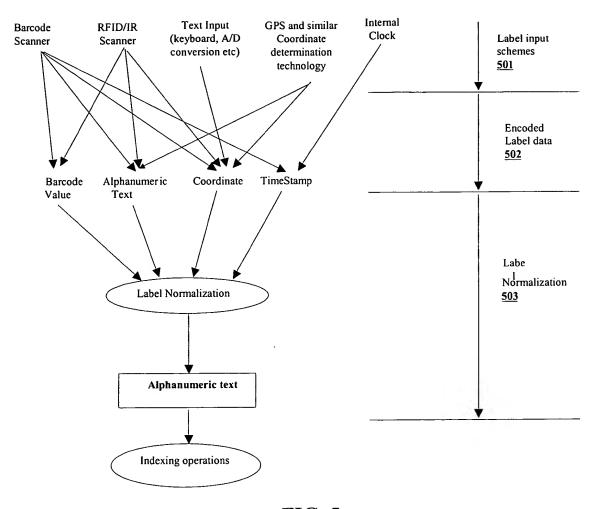


FIG. 5a

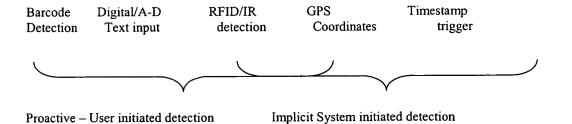


FIG. 5b

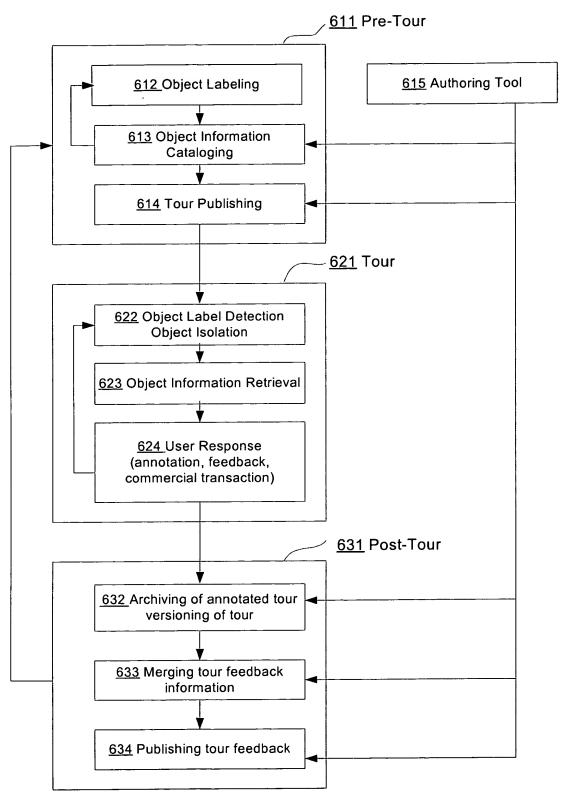


FIG. 6

internet or intranet for future

download by tour users

## physical object Yes has label? (e.g. barcode) No 702 Create a unique device readable label for each object in the tour 703 Attach labels to physical objects 704 Scan Object Label Normalize Label to Object ID 706 705 Bind object ID to digital multimedia content **Authoring Tool** 707 Yes Publish indexed content to

**Pre-Tour Process: Tour Authoring** 

**FIG.** 7

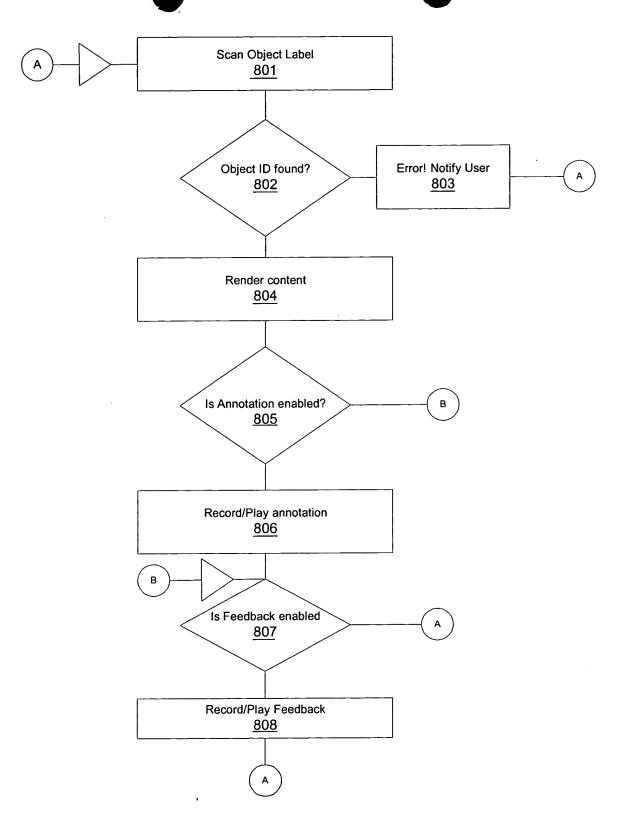
709

Public tour?

Store indexed content in private storage

No

708



**FIG. 8** 

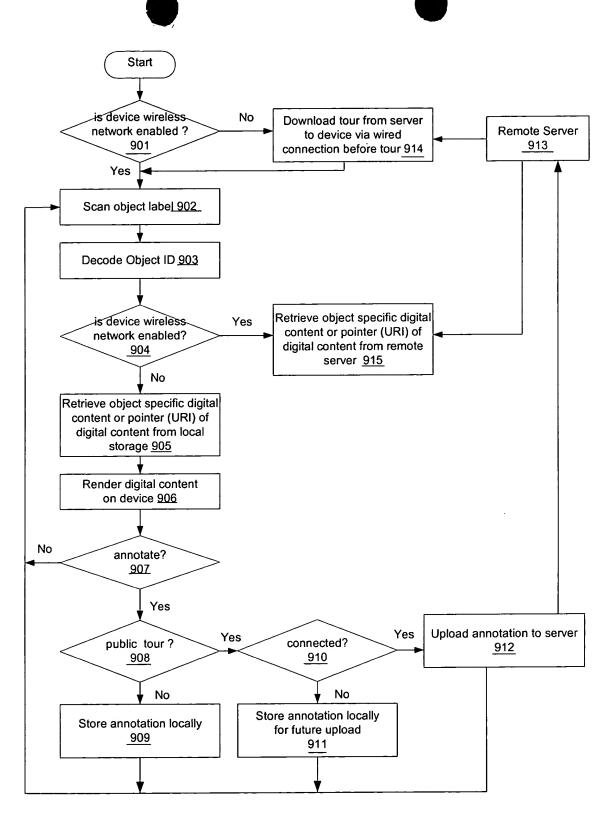


FIG. 9

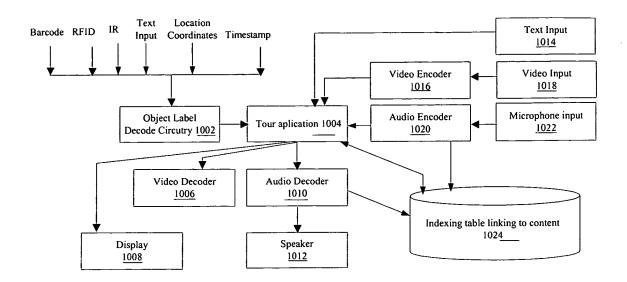
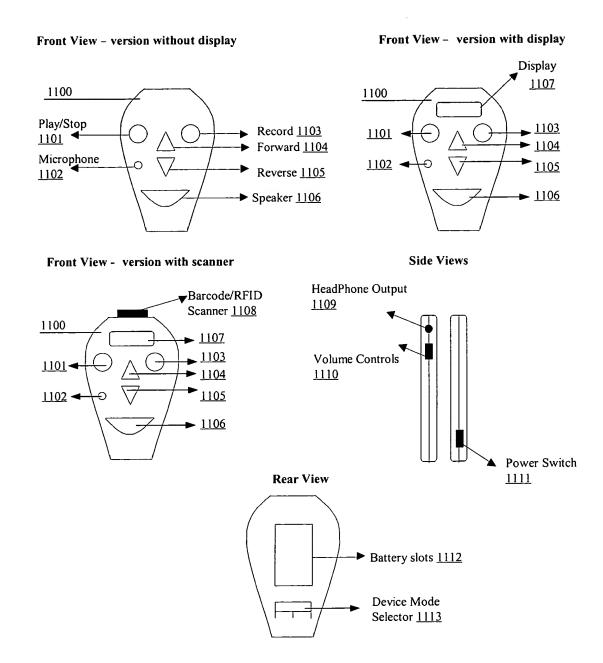
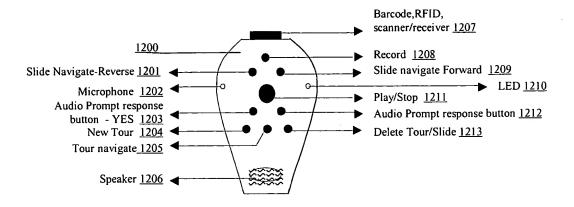


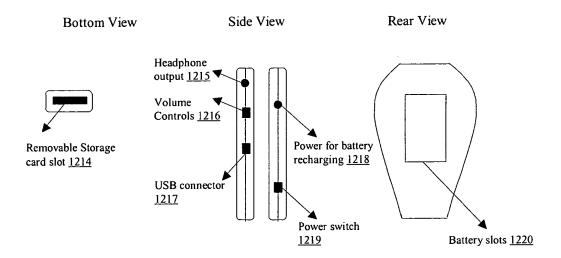
FIG. 10



**FIG.** 11

## Front View





**FIG. 12**